

IN THE CLAIMS

Please cancel claims 1-35. Please add new claims 36-62. A copy of all claims now pending follows:

---

1 1. - 35. (Cancelled).

1 36. (New) A method for optimizing non-interactive three-dimensional content for  
2 playback on a target device, the method comprising:  
3 applying a first optimization to the content to obtain a first optimized result, the first  
4 optimization associated with a model of the target device;  
5 comparing the first optimized result against ideal results to determine a first error  
6 measurement;  
7 responsive to the error measurement exceeding a threshold:  
8 applying a second optimization to the content to obtain a second optimized  
9 result, the second optimization associated with the target device; and  
10 comparing the second optimized result against the ideal results to determine a  
11 second error measurement, the second error measurement not exceeding  
12 the threshold.

1 37. (New) The method of claim 36, further comprising:  
2 applying a third optimization to the content to obtain a third optimized result, the third  
3 optimization associated with a delivery infrastructure.

1 38. (New) The method of claim 37 wherein the delivery infrastructure is the Internet.

1 39. (New) The method of claim 37 wherein the delivery infrastructure is a computer  
2 readable medium.

1        40. (New) The method of claim 39 wherein the rendering statistics include a rendering  
2        time.

1        41. (New) The method of claim 36 wherein determining a first error measurement  
2        includes performing an RMS error analysis.

1        42. (New) The method of claim 36 wherein determining a first error measurement  
2        includes performing a pixel coverage analysis.

1        43. (New) The method of claim 36 wherein the first optimization is microcode  
2        generation optimization.

1        44. (New) The method of claim 36 wherein the first optimization includes injecting  
2        corrective data

1        45. (New) The method of claim 36 wherein the first optimization includes scheduling  
2        object rendering and reordering of objects to be rendered.

1        46. (New) The method of claim 36 wherein the first optimization includes an image  
2        based rendering technique.

1        47. (New) The method of claim 36 wherein the first optimization includes deletion of  
2        unused data or delaying of rendering of data.

1        48. (New) The method of claim 36 wherein the first optimization includes using pre-  
2        computed runtime parameters.

1        49. (New) The method of claim 36 wherein the first optimization includes optimizing  
2        assets.

1       50. (New) The method of claim 36 wherein the first optimization includes texture  
2 creation.

1       51. (New) The method of claim 36 wherein the first optimization includes shading  
2 computations.

1       52. (New) The method of claim 36 wherein the first optimization includes  
2 manipulating geometry of content objects.

1       53. (New) The method of claim 36 wherein the first optimization includes visibility  
2 determination of objects within the image.

1       54. (New) The method of claim 36 wherein the first optimization includes  
2 compression.

1       55. (New) The method of claim 36 further comprising storing the second optimized  
2 result in a streaming format.

1       56. (New) The method of claim 36, wherein the first optimized results include pixels.

1       57. (New) The method of claim 36 wherein the first optimized results include  
2 rendering statistics.

1       58. (New) A system for optimizing non-interactive three-dimensional content for  
2 playback on a target device, the system comprising:  
3       an import unit for receiving content data;

4           a target-specific optimization unit, communicatively coupled to the import unit, for  
5           producing three-dimensional scene descriptions, the scene descriptions  
6           optimized according to the target device; and  
7           a bandwidth tuning unit, communicatively coupled to the target-specific optimization  
8           unit, for modifying the three-dimensional scene descriptions for output at a  
9           specified bandwidth.

1       59. (New) The system of claim 58 wherein the target-specific optimization unit  
2       includes the target device.

1       60. (New) The system of claim 58 wherein the target-specific optimization unit  
2       includes a simulation of the target device.

1       61. (New) A computer program product for optimizing non-interactive three-  
2       dimensional content for playback on a target device, the computer program product stored on  
3       a computer readable medium and adapted to perform the operations of:  
4           applying a first optimization to the content to obtain a first optimized result, the first  
5           optimization associated with a model of the target device;  
6           comparing the first optimized result against ideal results to determine a first error  
7           measurement;  
8           responsive to the error measurement exceeding a threshold:  
9           applying a second optimization to the content to obtain a second optimized  
10          result, the second optimization associated with the target device; and  
11          comparing the second optimized result against the ideal results to determine a  
12          second error measurement, the second error measurement not exceeding  
13          the threshold.

1        62. (New) A system for optimizing non-interactive three-dimensional content for  
2 playback on a target device, the system comprising:  
3              import means for receiving content data;  
4              target-specific optimizing means, communicatively coupled to the import means, for  
5              producing three-dimensional scene descriptions, the scene descriptions  
6              optimized according to the target device; and  
7              bandwidth tuning means, communicatively coupled to the target-specific optimizing  
8              means, for modifying the three-dimensional scene descriptions for output at a  
9              specified bandwidth.